



-noun
1. a daring or bold resistance to authority or to any opposing force.
2. a challenge to meet in combat or in a contest.

The Rogue Nation Eternal Militias Handbook 2

The Personal Oath of the Rogue Nation Eternal Militia Soldier.

"I am a FREE MAN. I fear NO one. I bow before NO one. I own MY body, MY mind and MY spirit. I will allow NO one to take these from me. MY life, MY time and MY labor are MY property alone to do with as I see fit. Men may try to steal MY freedom and ENSLAVE me. I will fight such men to the DEATH to defend MY personal FREEDOM and the FREEDOM of my fellow man. IF I must fight, I will fight COURAGEOUSLY. IF I must die then I will die VALIANTLY.

"The R.N.E.M. is YOU, as You are it. Without YOU, it is nothing. With YOU it is the most powerful force this country has ever known. For too long we have been the nails under the hammer of this illegal government. Now it is time to hit back. Make the R.N.E.M. spread like a virus, killing the body of tyranny and infecting every town and city with rage, vengeance and hope. Stand and deliver! Take OUR country back! What better place than here, what better time than NOW!"

-J.A.Mullins 2006, R.N.E.M. (American Patriot and RNEM Founder)

Handbook of the American Freedom Fighter.

The concept of Leaderless Resistance

The concept of Leaderless Resistance was proposed by Col. Ulius Louis Amoss, who was the founder of International Service of Information Incorporated, located in Baltimore, Maryland. Col. Amoss died more than fifteen years ago, but during his life was a tireless opponent of communism, as well as a skilled Intelligence Officer. Col. Amoss first wrote of Leaderless Resistance on April 17, 1962. His theories of organization were primarily directed against the threat of eventual Communist take-over in the United States. The present writer, with the benefit of having lived many years beyond Col. Amoss, has taken his theories and expounded upon them. Col. Amoss feared the Communists. This author fears the federal government. Communism now represents a threat to no one in the United States, while federal tyranny represents a threat to everyone. The writer has joyfully lived long enough to see the dying breaths of communism, but may, unhappily, remain long enough to see the last grasps of freedom in America.

In the hope that, somehow, America can still produce the brave sons and daughters necessary to fight off ever increasing persecution and oppression, this essay is offered. Frankly, it is too close to call at this point. Those who love liberty, and believe in freedom enough to fight for it are rare today, but within the bosom of every once great nation, there remains secreted, the pearls of former greatness. They are there. I have looked into their sparkling eyes; sharing a brief moment in time with them as I passed through this life. Relished their friendship, endured their pain, and they mine. We are a band of brothers, native to the soil gaining strength one from another as we have rushed head long into a battle that all the weaker, timid men, say we can not win. Perhaps...but then again, perhaps we can. It's not over till the last freedom fighter is buried or imprisoned, or the same happens to those who would destroy their freedom.

Barring any cataclysmic events, the struggle will yet go on for years. The passage of time will make it clear to even the slower among us that the government is the foremost threat to the life, and liberty of the folk. The government will no doubt make today's oppressiveness look like grade school work compared to what they have planned in the future. Meanwhile, there are those of us who continue to hope that somehow the few can do what the many have not. We are cognizant that before things get better they will certainly get worse as government shows a willingness to use ever more severe police state measures against dissidents. This changing situation makes it clear that those who oppose state repression must be prepared to alter, adapt, and modify their behavior, strategy, and tactics as circumstances warrant. Failure to consider new methods and implement them as necessary will make the government's efforts at suppression uncomplicated. It is the duty of every patriot to make the tyrant's life miserable. When one fails to do so he not only fails himself, but his people.

With this in mind, current methods of resistance to tyranny employed by those who love our race, culture, and heritage must pass a litmus test of soundness. Methods must be objectively measured as to their effectiveness, as well as to whether they make the government's intention of repression more possible or more difficult. Those not working to aid our objectives must be discarded or the government benefits from our failure to do so.

As honest men who have banded together into groups or associations of a political or religious nature are falsely labeled "domestic terrorists" or "cultists" and suppressed, it will become necessary to consider other methods of organization--or as the case may very well call for: non-organization. One should keep in mind that it is not in the government's interest to eliminate all groups. Some few must remain in order to perpetuate the smoke and mirrors vision for the masses that America is a "free democratic country" where dissent is allowed. Most organizations, however, that possesses the potential for effective resistance will not be allowed to continue. Anyone who is so naive as to believe the most powerful government on earth will not crush any who pose a real threat to that power, should not be active, but rather, at home studying political history.

The question as to who is to be left alone and who is not, will be answered by how groups and individuals deal with several factors such as: avoidance of conspiracy plots, rejection of feeble minded malcontents, insistence upon quality of the participants, avoidance of all contact with the front men for the federals--the news media--and, finally, camouflage (which can be defined as the ability to blend in the public eye, meaning the more committed groups of resistance with mainstream "kosher" associations that are generally seen as harmless.) Primarily though, whether any organization is allowed to continue in the future will be a matter of how big a threat a group represents. Not a threat in terms of armed might or political ability, for there isn't any of either for the present, but rather, threat in terms of potentiality. It is potential the federals fear most. Whether that potential exists in an individual or group is incidental. The federals measure potential threat in terms of what might happen given a situation conducive to action on the part of a restive organization or individual. Accurate intelligence gathering allows them to assess the potential. Showing one's hand before the bets are made, is a sure way to loose.

The movement for freedom is rapidly approaching the point where for many people; the option of belonging to a group will be nonexistent. For others, group membership will be a viable option for only the immediate future. Eventually, and perhaps much sooner than most believe possible, the price paid for membership will exceed any perceived benefit. But for now, some of the groups that do exist often serve a useful purpose either for the newcomer who can be indoctrinated into the ideology of the struggle, or for generating positive propaganda to reach potential freedom fighters. It is sure that, for the most part, this struggle is rapidly becoming a matter of individual action, each of its participants making a private decision in the quietness of his heart to resist: to resist by any means necessary. It is hard to know what others will do, for no man truly knows another man's heart. It is enough to know what one himself will do. A great teacher once said "know thyself." Few men really do, but let each of us, promise ourselves, not to go quietly to the fate our would-be masters have planned.

The concept of Leaderless Resistance is nothing less than a fundamental departure in theories of organization. The orthodox scheme of organization is diagrammatically represented by the pyramid, with the mass at the bottom and the leader at the top. This fundamental type of organization is to be seen not only in armies, which are of course, the best illustration of the pyramid structure, but also with the mass of soldiery, the privates, at the bottom responsible to corporals who are in turn responsible to sergeants, and so on up the entire chain of command to the generals at the top. But the same structure is seen in corporations, ladies' garden clubs and in our political system itself. This orthodox "pyramid" scheme of organization is to be seen basically in all existing political, social and religious structures in the world today from the Federal government to the Roman Catholic Church. The Constitution of the United States,

in the wisdom of the Founders, tried to sublimate the essential dictatorial nature of pyramidal organization by dividing authority into three: executive, legislative and judicial. But the pyramid remains essentially untouched.

This scheme of organization, the pyramid, is however not only useless, but extremely dangerous for the participants when it is utilized in a resistance movement against state tyranny. This is seen in technologically advanced societies where electronic surveillance can often penetrate the structure revealing its chain of command. Experience has revealed over and over again that anti-state, political organizations utilizing this method of command and control are easy prey for government infiltration, entrapment, and destruction of the personnel involved. This has been seen repeatedly in the United States where pro-government infiltrators or agent provocateurs weasel their way into patriotic groups and destroy them from within.

In the pyramid type of organization, an infiltrator can destroy anything which is beneath his level of infiltration and often those above him as well. If the traitor has infiltrated at the top, then the entire organization from the top down is compromised and may be traduced at will.

An alternative to the pyramid type of organization is the cell system. In the past, many political groups (both right and left) have used the cell system to further their objectives. Two examples will suffice. During the American Revolution "committees of correspondence" were formed throughout the thirteen colonies. Their purpose was to subvert the government and thereby aid the cause of independence. The "Sons of Liberty", who made a name for themselves dumping government taxed tea into the harbor at Boston, were the action arm of the committees of correspondence. Each committee was a secret cell that operated totally independently of the other cells. Information on the government was passed from committee to committee, from colony to colony, and then acted upon on a local basis. Yet even in these bygone days of poor communication, of weeks to months for a letter to be delivered, the committees without any central direction whatsoever, were remarkable similar in tactics employed to resist government tyranny. It was, as the first American patriots knew, totally unnecessary for anyone to give an order for anything. Information was made available to each committee, and each committee acted as it saw fit. A recent example of the cell system taken from the left wing of politics is the Communists. The Communists, in order to get around the obvious problems involved in pyramidal organization, developed the cell system to an art. They had numerous independent cells which operated completely isolated from one another and particularly with no knowledge of each other, but were orchestrated together by a central headquarters. For instance, during World War II, in Washington, it is known that there were at least six secret Communist cells operating at high levels in the United States government (plus all the open Communists who were protected and promoted by President Roosevelt), however, only one of the cells was rooted out and destroyed. How many more actually were operating no one can say for sure.

The Communist cells which operated in the U.S until late 1991 under Soviet control could have at their command a leader, who held a social position which appeared to be very lowly. He could be, for example, a busboy in a restaurant, but in reality a colonel or a general in the Soviet Secret Service, the

KGB. Under him could be a number of cells and a person active in one cell would almost never have knowledge of individuals who are active in another cell. The value of this is that while any one cell can be infiltrated, exposed, or destroyed. Such action will have no effect on the other cells; in fact, the members of the other cells will be supporting that cell which is under attack and ordinarily would lend very strong support to it in many ways. This is at least part of the reason, no doubt, that whenever in the past Communists were attacked in this country, support for them sprang up in many unexpected places.

The efficient and effective operation of a cell system after the Communist model, is of course, dependent upon central direction, which means impressive organization, funding from the top, and outside support, all of which the Communists had. Obviously, American patriots have none of these things at the top or anywhere else, and so an effective cell organization based upon the Soviet system of operation is impossible.

Two things become clear from the above discussion. First, that the pyramid type of organization can be penetrated quite easily and it thus is not a sound method of organization in situations where the government has the resources and desire to penetrate the structure; which is the situation in this country. Secondly, that the normal qualifications for the cell structure based upon the Red model does not exist in the U.S. for patriots. This understood, the question arises "What method is left for those resisting state tyranny?" The answer comes from Col. Amoss who proposed the "Phantom Cell" mode of organization, which he described as "leaderless resistance". A system of organization that is based upon the cell organization, but does not have any central control or direction, that is in fact almost identical to the methods used by the Committees of Correspondence during the American Revolution. Utilizing the Leaderless Resistance concept, all individuals and groups operate independently of each other, and never report to a central headquarters or single leader for direction or instruction, as would those who belong to a typical pyramid organization.

At first glance, such a type of organization seems unrealistic, primarily because there appears to be no organization. The natural question thus arises as to how are the "Phantom cells" and individuals to cooperate with each other when there is no intercommunication or central direction? The answer to this question is that participants in a program of Leaderless Resistance through phantom cell or individual action must know exactly what they are doing, and how to do it. It becomes the responsibility of the individual to acquire the necessary skills and information as to what is to be done. This is by no means as impractical as it appears, because it is certainly true that in any movement, all persons involved have the same general outlook, is acquainted with the same philosophy, and generally reacts to given situations in similar ways. The previous histories of the committees of correspondence during the American Revolution show this to be true.

Since the entire purpose of Leaderless Resistance is to defeat state tyranny, all members of phantom cells or individuals will tend to react to objective events in the same way through usual tactics of resistance. Vessels of information distribution such as newspapers, leaflets, computers, etc., which are widely available to all, keep each person informed of events, allowing for a planned response that will take many variations. No one need issue an order to anyone. Those idealists, truly committed to the cause of freedom will act when they feel the time is ripe, or will take their cue from others who precede them. While it is true that much could be said against this type of structure as a method of resistance, it must be kept in mind that Leaderless Resistance is a child of necessity. The alternatives to it have been shown to be unworkable or impractical. Leaderless Resistance has worked before in the American Revolution, and if the truly committed put it to use for themselves, it will work now.

It goes almost without saying that Leaderless Resistance leads to very small or even one man cells of resistance. Those who join organizations to play "let's pretend" or who are "groupies" will quickly be weeded out. While for those who are serious about their opposition to federal despotism, this is exactly what is desired.

From the point of view of tyrants, would be proponents in the federal bureaucracy, and police agencies, nothing is more desirable than that those who oppose them be UNIFIED in their command structure, and that every person who opposes them belong to a pyramid type group. Such groups and organizations are an easy kill, especially in light of the fact that the Justice Department (SIC) promised in 1987 that there would never be another group that opposed them that they did not have at least one informer in. These federal "friends of government" are intelligence agents. They gather information that can be used at the whim of a federal D.A. to prosecute. The line of battle has been drawn. Patriots are required therefore to make a conscious decision. To either aid the government in its illegal spying, by continuing with old methods of organization and resistance, or to make the enemy's job more difficult by implementing effective countermeasures.

Now there will, no doubt, be mentally handicapped people out there who, while standing at a podium with an American flag draped in the background, and a lone eagle soaring in the sky above, will state emphatically in their best sounding red, white, and blue voice, "So what if the government is spying? We are not violating any laws." Such crippled thinking by any serious person is the best example that there is a need for special education classes. The person making such a statement is totally out of contact with political reality in this country, and unfits for leadership of any thing more than a dog sleigh in the Alaskan wilderness. The old "Born on the fourth of July" mentality that has influenced so much of the American patriot's thinking in the past will not save him from the government in the future. "Reeducation" for non-thinkers of this type will take place in the federal prison system where there are no flags or eagles, but abundance of men who were "not violating any law."

Most groups who "unify" their disparate associates into a single structure have short political lives. Therefore, those movement leaders constantly calling for unity of organization rather than the desirable unity of purpose, usually fall into one of three categories.

They may not be sound political tacticians, but rather, just committed men who feel unity would help their cause, while not realizing that the government would greatly benefit from such efforts. The Federal objective, to imprison or destroy all who oppose them, is made easier in pyramid organizations. Second, they do not fully understand the struggle they are involved in and that the government they oppose has declared a state of war against those fighting for faith, folk, freedom and constitutional liberty. Those in power will use any means to rid themselves of opposition. The third class calling for unity and let us hope this is the minority of the three, are men more desirous of the supposed power that a large organization would bestow, than of actually achieving their stated purpose.

Conversely, the last thing Federal snoops would have, if they had any choice in the matter, is a thousand different small phantom cells opposing them. It is easy to see why. Such a situation is an intelligence nightmare for government intent upon knowing everything they possibly can about those who oppose them. The Federals, able to amass overwhelming strength of numbers, manpower, resources, intelligence gathering, and capability at any given time, need only a focal point to direct their anger. A single penetration of a pyramid type of organization can lead to the destruction of the whole. Whereas, Leaderless Resistance shows no single opportunity for the Federals to destroy a significant portion of the Resistance.

With the announcement by the Department of Justice (sic) that 300 FBI agents formerly assigned to watching Soviet spies in the US (domestic counter intelligence) are now to be used to "combat crime", the federal government is preparing the way for a major assault upon those persons opposed to their policies. Many anti-government groups dedicated to the preservation of the America of our forefathers can expect shortly to feel the brunt of a new federal assault upon liberty.

It is clear, therefore, that it is time to rethink traditional strategy and tactics when it comes to opposing a

modern police state. America is quickly moving into a long dark night of police state tyranny, where the rights now accepted by most as being inalienable will disappear. Let the coming night be filled with a thousand points of resistance. Like the fog which forms when conditions are right and disappears when they are not, so must the resistance to tyranny be.

The question of whether or not to take up arms and fight for the liberation of the American people is a difficult one to answer. There has yet to be a substantial change in recent world history that has been affected through non-violent means. We live in a world of violent domination, where people are either compliant with corporate rule or done away with. As "first-world" consumers, we are all guilty of directly causing the subjugation of marginalized people the world over the destruction of the global ecosphere and the deaths of those in political opposition to any government ours has relations with. I don't point this out in order to cause guilt or make accusations, but to point out to Americans who claim to be believers in non-violence that they are fooling themselves.

The legitimacy of armed uprising is always debatable and it is my opinion that this is an issue that each of us has to decide for ourselves. Therefore, I won't spend much time debating it, as I consider pacifism to be a sort of self-therapy to dismiss anything the pacifist doesn't wish to confront on a personal level. There are plenty of articles, essays and books to counter my viewpoint, and please feel free to read and learn from them, as I have. But please do not try to argue the pacifist point of view with me, and don't censure me. Let the government do its own dirty work. Now, on with the educational portion of the handbook...

Getting Started

So you have gotten yourself together 2-12 people you have known quite a while and feel that you can trust. And want to start a R.N.E.M chapter.

Now what?

First I would try to ascertain the level of interest in each of the individual members. Many will simply be "looking for something to do." These are not the kind of people that you want to share secrets with. When "something better" comes along these people will be gone. Look for people that are serious about what they are doing. But do give the other ones a chance to change their mindset and get serious. If you have known these people for a while you should know who is serious and who isn't. One easy way to see who is serious and who isn't is if they put their money where their mouth is. Someone who is serious about their survival, who has been a survivalist/militiaman for a while, should have some sort of food storage program, even if it is simply items bought from your local grocery store. As an example, a serious survivor would have a few guns and a food storage program. Someone who may not be as serious may only have the guns and have no interest in starting a food storage program. I know, not all of us have the money for the prepackaged survival foods, and that's fine you can make do with other things. But almost any of us can set aside five dollars a week to pick up a few extra things at the grocery store. Remember, we are a family. All must do their part.

If the possibility of armed guerrilla warfare against an oppressive foreign occupier or hostile government is a possibility then your perspective members should have a strong political and spiritual will as well. Without this he may give up the fight during a tough situation.

How many people left George Washington's ranks at Valley Forge?

Inventory the skills available in the chapter. Maybe you have someone who had Paramedic training in a prior military stint. Maybe Joe loves gardening and produces record amounts of produce in a small area.

Frank runs his own sporting goods business, maybe he can buy chapter supplies at wholesale and save everyone money. Talk to your chapter members and find out about their education, hobbies, interests etc.

Encourage each one to build upon the skills that are useful to the chapter. In the same token encourage those with skills that are not survival related such as an accountant, to learn other skills. Maybe that accountant has always been fascinated with the inner workings of radios and loves the thought of being able to communicate with people all over the world via amateur radio.

As far as training goes, these are my thoughts. Most training events will probably be held secretly on a weekend to work around work schedules. A Saturday morning through Sunday afternoon schedule is best. Later, as training progresses the chapter should occasionally have a bivouac late Friday night through Sunday afternoon. At least 4 training events should be scheduled every year, one in each different season. Better yet, one weekend every 1 or 2 months. One weekend every month is a good training schedule. Members should be required to make as many weekend bivouacs that they can. ALL training should be kept secret.

It is my opinion that the first several training exercises should be as hard as possible. Maybe a 15-mile march is in order. Many would disagree with me on this. It is my belief that if the member will come to the rough weekends and go home with sore feet and shoulders they are better candidates for your chapter than the guy who only comes when the chapter does easy stuff. By all means make every trip as fun and enjoyable as possible. Getting through several rough hikes together builds chapter camaraderie. My recommendation is that you do not berate or punish any chapter member. This is not the Army and you are not the drill instructor. If a chapter member lags behind in the hike give him positive reinforcement to move forward. Don't walk back and tell him he's a no good pile of dirt or something like that, he simply will not come out with your chapter again and suddenly you have a security problem! Encourage all chapter members to give it their best. Concentrate training on guerrilla warfare tactics, sniping, sabotage, assassination, survival skills, and escape/evasion.

Chapter members will need to know how to rig up their gear properly. Standard Operating Procedures (SOP) need to be drawn up so that everyone knows what to bring to each trip. "You never told me I had to bring my first aid kit every time we went." A standardized equipment list needs to be drawn up to include equipment to carry on person, field gear/load bearing equipment, rucksack/"existence or house load" and weapons. If at all possible weapons should be standardized throughout the chapter. At the very least everyone should use the same caliber of weapon. Having standardized weapons make ammunition and spare parts stockpiling much easier. You will know how to use your buddy's weapon because it is exactly the same as yours.

A standardized list of equipment every man should carry may consist of the following: field/fighting knife, first aid kit, compass, watch, fire-starter, BDU's, boots, hat, gloves, flashlight, field gear with a minimum of 6 magazines for the rifle, butt pack with 3-5 days worth of supplies, 2-3 canteens, canteen cup, water purification tabs, space blanket, poncho and liner, 550 cord, trauma dressings, D ring, Swiss seat (if in an area where rappelling is a possibility), 100-200 rounds additional ammunition for your rifle, hygiene supplies, foot powder, spare socks, rucksack with 2 weeks worth of supplies, another 200 or so rounds of ammunition for your rifle, additional cleaning kit material, a larger and more comprehensive first aid kit, a couple of changes of socks and undershirt, another poncho, sleeping bag (if weather necessitates), spare batteries for flashlight, water purification device or more purification tabs, small fold up stove, extra magazine or two for the rifle and other mission specific gear- i.e., wire cutters, smoke grenades, gas mask, etc. And always remember the traditional Rogue Nation Black Mask. It's not only

our trademark; it hides the identity of the chapter from witnesses and cameras.

In addition to the personal equipment, the chapter should have at least two transceiver radios, a pair of binoculars, an entrenching tool, a machete and a hand axe (most R.N.E.M member chose to use the traditional American tomahawk). Of course these are all just minimums. More specific categories of equipment such as NBC protective gear will have to be brought up later.

After a prospective member gets accepted into the chapter he should have 6-12 months to acquire the basic gear and firearms. Each individual member should strive to build his own personal food storage program as well.

Training subjects could proceed into outdoor survival. The message to stress is that it is nice to have all this gear and by all means obtain it while it is still available but don't place all your confidence in it. Chapter members should learn to build a shelter and sleep out in that. Shelter building, primitive fire-starting, food gathering, finding direction without a compass, making snares and traps and ways of purifying water should all become priorities. Something often missed is the skill needed to skin/clean animals. Everyone thinks it is easy as pie to clean a rabbit, and it is, after you have done it several times. Practice these skills as well. Hunt or find a rabbitery that is selling off surplus rabbits and buy several and practice cleaning and cooking them in the wild. After several training sessions on the above skills, test yourself and the other chapter members. Set aside one weekend to have a "Survival Test." Set each individual off by himself and at least 1/2 mile away from any other member. Don't let him know where the other members are and let it be known that anyone that collaborates with other chapter members will fail the test. Bring the member to the area and let him pick out where he wants to establish his shelter.

The individual should have only the following material: a field knife, a 5-foot piece of 550 cord, a magnesium fire-starter and a supply of water. You are giving him the supply of water because it's not fun to have a chapter member die during an exercise- it's bad for moral! You can also let him have a handgun with a full magazine of ammunition if you so please.

Start the exercise Saturday morning and tell them it will end sometime in the next couple of days. If you let them have a firearm let them know it cannot be used for gathering game. Give them priorities that they have to accomplish during their weekend stay: build a waterproof shelter, build a fire, build a reflector for the fire, build a snare or trap, find at least 1 edible plant in the area and prepare it, find and purify water, determine direction (you should run them around in circles before dropping them off) and build a bow and arrow or hunting tool. Tell them that the test could end at any time and they will be graded on how much they have accomplished so don't dilly-dally. The Special Forces have a qualification test similar to this only that it lasts a week and they are also given a rabbit. There should be some way for each individual to signal you if they are hurt. Let the test run into late Sunday night. This will screw a lot of people up because they will expect it to end Sunday morning or afternoon so they can get home.

Don't end it till an hour or so after dark!

The above test will tell you quite a bit about the confidence and capabilities of your members.

Some will do quite well and then their will be others that operate great when they are with the chapter but can't tie their shoe laces when they are by themselves!

The next section of training should include basic first aid training and CPR instruction. Preferably this should occur before the chapter begins going to the field regularly unless you have a trained medical person with you. Lacking an individual to teach you these skills, go to the Red Cross. Another important skill to practice is transportation of wounded in the field. Practice drags, fireman's carry, and making poncho stretchers. Don't just practice carrying the one guy that weighs 98 lbs. Try carrying the big boys as well.

Shooting skills are next on the list. Many of your members will have (or think they have) some shooting skills. Ascertain the level of ability by setting rifle targets out at 100 meters. Initial shooting practice should familiarize the weapon to the person using it. Start out at 25 yards or so and let your members build up their confidence. Gradually move the targets back until all members can shoot reliably at 150-200 meters. After this, move on to practicing magazine changes and shooting at several targets at varying ranges. For example: start out with 6 targets and varying ranges. Have the individual obtain two magazines with 6 rounds in each. Have him shoot two rounds into each target and time them. After all your members get confident doing this sort of drill have them run an "assault course." This is a series of targets at varying ranges. The individual can only shoot at one target from each position so he must move from position to position, ideally by running. Have him put at least 2 rounds into each target and change magazines at least once during the course. Time the course. Ideally the individual would be carrying his field gear as he runs the course.

Field craft skills should be taught to all members as well. This includes map reading and land navigation, using cover and concealment, patrolling skills, camouflage techniques, camp security, etc. During your field exercises it is important that each member carries his equipment. Most individuals and groups that go camping simply park their vehicle as close to their campsite as possible. This is what is called "tailgating", not camping. Try to avoid letting your chapter members get used to this sort of camping. A better method would be to hike at least 2 miles from your vehicles to where you are camping. This way Joe, who always seems to bring his kitchen sink with him camping, will lighten his load next time and only carry essentials. Members should be expected to carry everything they need for several days in the field on their back and not be reliant on others carrying or supplying for them. Heed my words, don't let it start because new members will think that is the way things are done and get sloppy themselves.

Chapters should decide from this point how far they want to go with the combat related training. I feel at least the basics should be known by all group members. Some chapters may specialize into sniping chapters or sabotage/demolition chapters. Many C/U (closed/underground chapters) known as "The Hunt Clubs" specialize in assassination/ambush.

After the initial year or so (if time is not a factor) of training together the chapter should begin setting qualifications for all members to pass. This helps the chapter's overall capabilities. After your first few rounds of training discuss with your members all the qualifications they feel each member should have and how to go about testing them. A physical test is important, such as running a mile in under nine minutes. A shooting course can be setup to test weapons proficiency. An individual night land navigation course will test navigation skills and personal confidence. A 20 mile hike will test the individual's persistence. The survival test described in the above text will test outdoor skills and individual confidence and mental ability.

Individual chapter members should be encouraged to learn specialties. If a group does not have a regular medic a person should be designated (or volunteer) to learn medical skills. Other specialty skills include radio operator (HAM), gardener, armorer, etc.

Above all make your training exercises regular. Slacking off will hurt both the individual and the chapter. Even if only two members can get together to train it should be done.

Build your base of support:

There are several things that have to be done before taking up armed struggle. The first of which is to surround yourself with people you know well enough to trust with your life. The second is to prepare to

leave everyone else you know behind and prepare for a lonely, painful existence of hardship and uncertainty. Now you and a small band of friends are ready to begin. Before you pull off your first action, there are a lot of preparations you will have to make.

First make sure you know as much as you can possibly find out about your base of operations. Who are your neighbors? Do they suspect anything? Are they simpatico? Where are good hiding places? Good escape routes? Any fresh water springs or other sources of water in the area? Can you slip in and out of your safe house without being seen or looking suspicious? Now, do you know people outside your group who you can ask for help who will not ask questions and do anything (within reason) to help you? These people are going to be the ones who will let your wounded comrades hide out in their homes until they are feeling better, who will help you acquire food and medicine, who will feed you and deliver messages to your above-ground supporters. You will not succeed in your efforts without at least a nominal base of support. Your supporters need not adhere to your political views. They will help you out because they like you as a person and think that you are passionate, even heroic. Do not do anything to expose these people to violence from the police and military. They are not combatants. They have not joined your militia. Keep away from them during times of heightened activity from the police and military forces.

At this same time you should be propagandizing, letting the community know that there are people around who are willing to stop complying with the legal status quo. Through these efforts you will better understand the community you are involved with. This is the time to confront attitudes, both yours and other's, and get a feel for who can be trusted and how far that trust can go. Be warned that this is a time when you are vulnerable to arrest and harassment by the police. Your propaganda vehicles should consist of fliers, graffiti, guerrilla actions against billboards and any media at your disposal, print, radio, video, anything that you can use to explain why you feel the way you do. It is not important to convert people to your side at this point. The emphasis should be in setting the proper context for your consequent actions, so that when they begin, people will know what's happening and why.

There is great controversy about when to actually begin your activities as a revolutionary fighting unit. Traditional strategy has always preached that "the people" should be prepared before there can be any chance for a revolution to be successful. Yet history has shown repeatedly that "the people" will start kicking ass long before any leadership has emerged. According to Che, the Cuban Revolution proved that an oppressed people sometimes only need a catalyst to prod them into action before they ignite into a mass movement, ready to sweep aside the old regime.

Once your group has done the proper preparations and is ready to begin activities, there are new considerations. How do you keep the unit supplied with food and ammunition, what are your targets for attack, are you ready for a counter-strike by the enemy? There is a huge difference, psychologically, in pressing the attack and being attacked. In the former case, there is a feeling of control, you have met the enemy and are now going to kick his ass. When they come after you, however, there is a feeling of defeat from the outset. Coming under fire by your enemy is unnerving, but for the guerrilla band, it is more of an annoyance than anything else. Even when faced with far superior fire and manpower, the guerrilla group can escape by stealth or directed assault and use their superior knowledge of the area to make their get-away. There will be more on this later.

The R.N.E.M. chapter

There is usually not much rank in R.N.E.M. chapters. Decisions are often made by consensus, though this is not always possible. In the heat of a battle, when unexpected complications arise, a serious accident occurs or during severe weather, someone or a few people may have to take the initiative to remedy the situation. If you know the people well and you are all comfortable with one another, the suggestions offered are usually well-thought-out and in the best interest of everyone involved. The Guerrilla should be able to trust their fellow chapter members to act in their best interest. This is easier to do with people you've known a long time or have faced enemy fire with.

The typical R.N.E.M. chapter is small, between 3 to 12 fighters. Any more than that and the odds of being

spotted by the enemy are greatly increased. Any less and there are extreme limits to what your group can attempt and expect to survive. Though there should be no actual rankings amongst the Guerrillas, there will usually emerge one or two people with organizational skills who will often serve as unofficial leaders due to their general competence. These people may not be the same people who are effective combat leaders. The differences should be respected, as well as acknowledged. These people should be deferred to during times of crisis or difficult decision making, though they should never expect their fellow chapter members to unquestioningly take commands. An R.N.E.M. chapter is a band of equals and should treat one another with respect and affection.

When the conflict escalates, the chapter will hopefully grow and the experienced members will be thrust into leadership roles with the new arrivals, help them to make the adjustment to the life of a freedom fighter and teach them how to survive engagement with the enemy. Again, through informal agreement, some people will step forward as leaders. It is worth noting that the successful small chapter leader will not always be as competent with a larger chapter. And the person unable to take the initiative with a small group of friends might find themselves feeling responsible for the well-being of the new recruits. Again, let these naturally occurring roles manifest themselves, but always be wary of anyone who takes on too much responsibility. If that person were killed during an action, the group might find itself in deep shit. It is the responsibility of the entire chapter to see that all the work is shared by everyone, so that there is always someone available to help out when someone else is lost due to injury or illness.

When the chapter has grown to ungainly size, it will need to split up. This then creates a new difficulty of keeping in contact and coordinating actions. Therefore, any activities must be planned well in advance, though not necessarily in great detail. This difficulty will be compounded greatly the more recruits there are. The time will come when the chapter will have to expand its base of operations. This is like starting all over again, with new contacts to be made with the people in the area, new maps to be acquired, new terrain to be explored. This is a dangerous time for the chapter, and should be undertaken with a heightened sense of alertness. The initial forays into new territory should never be put off. There should be time available to send men into new places without their field gear, just to pass through and scope things out. It is very important for these people to stay out of difficulties with the police in the new places.

Essential Equipment

The less stuff the soldier carries in the field, the more mobile the unit is. If your unit is operating in a safe, familiar area, you can stash things, like staple foods, medicines, extra ammunition and weapons in caches spread throughout your field of operations.

There should be one or two people outside the unit who can act as go-betweens when the unit needs things like food and medicine. It is not important for the whole unit to know these people, nor for them to know much about the unit. Also, you will hopefully have contact with organizations which support your actions. When the time comes to escalate your activities, these outside contacts will become sources for new recruits.

Choose your weapon!

As a Soldier of the Rogue Nation Eternal Militias, you are responsible for arming and equipping yourself. Your first priority, of course, is to effectively arm yourself. All firearms have their place. Some are good for hunting, some for plinking, and some for self-defense. But only a select few are really effective as combat weapons.

When selecting a firearm, remember that you are a member of a R.N chapter, not a loner. Therefore it is to your advantage to select a weapon that is more or less standard in your chapter. This will facilitate exchanging ammunition, magazines, and even spare parts when supplies are limited. You are also preparing for combat, not hunting or personal defense. Hunting rifles, shotguns, and handguns are

generally (but not always; see below) undesirable weapons.

Ideally your weapon should be a semi-automatic (automatic only if licensed) rifle with a detachable magazine. Chambered in .223 or .308 caliber which has a high muzzle velocity of 2400+ feet per second is capable of penetrating most Kevlar body armor. This is because .223/.308 ammunition will be most readily available in a crisis since it is the same that is used by the standard weapons of the U.S. military and police.

The following are suggested firearms with their pros and cons

The weapons of choice (in the order of my preference):

The AR-15 is the semi-automatic civilian version of the military M-16 family of weapons. Parts and ammo would be easily obtained in combat since the potential enemy will likely be armed with this weapon.

While the army's use shows the usefulness of this weapon, it is expensive at \$1000-\$1500 each.

The Armalite AR-180B is the semi-automatic civilian version of the AR-70 and AR-180. It uses the same magazine as M-16/AR-15/M-4s as well as sharing many parts. At about \$400 to \$500, it costs about half as much as an AR-15. And this savings is in spite of the fact that the Armalite AR-180B surpasses the AR-15 in many specifications.

The Springfield M-14 and M-1A are very dependable semi-automatic weapons and their .308 caliber packs a punch that is well-suited for penetrating cover and long-range sniping. Their drawbacks are high price (around \$1200), size and weight.

The Russian SKS, AKM, and AK-47 are very common, reasonable priced and very reliable. But it is unclear how easily the 7.62x39mm ammunition could be obtained in a crisis. In a shooting conflict this should be exchanged as soon as possible for an AR type rifle.

The Cetme, G-3, and H&K rifles in the .223, and .308 calibers are top of the line, dependable, effective, and some (Heckler and Koch) very expensive firearms. The Cetme being the cheapest, costs about \$450.

Specialized combat weapons (generally not recommended but have their place):

Submachine guns like the TEC-9, MAC-10, Colt 9mm, and UZI are not especially well-suited for the typical R.N soldier. While the semi-auto versions do provide rapid fire, they are not particularly accurate on a battlefield and their calibers are generally lack the punch of assault rifles since they use pistol ammunition (9mm or .45 ACP). They are, however, personal defense and policing weapons, especially in close quarters.

The Barrett Model 82A1 is a semi-automatic assault rifle with a 10-round magazine that uses .50 caliber machine gun ammunition. You would not want to carry this on a patrol, nor can many people afford its \$2500+ price tag. But as a static defense weapon, anti-material and long range sniping weapon it packs a punch that is unmatched.

High-power hunting rifles with suitable scopes make excellent sniping weapons. (The .308 caliber M-21 is especially useful but expensive) Unfortunately, most hunting rifles are bolt-action and are therefore undesirable for use as a standard weapon.

Shotguns are generally ill-suited for the battlefield since they do not have the precision, range, or velocity needed for typical combat. The exceptions are pump or semi-automatic and have a 9 to 12 round

magazine capacity. Such shotguns are useful for self-defense in close quarters, urban fighting or for leadership protection.

Remember, the potential enemy will be well-trained, heavily armed, and protected by Kevlar body armor. Single shot, bolt, lever action, and light caliber rifles are virtually useless against such a foe as is virtually any kind of handgun. The only exception legally available in the U.S. is the CZ52 in 7.62x25mm which defeats some body armor. Of course, being armed with a less-than-ideal firearm is many times better than being totally unarmed.

Outfitting yourself for combat:

While your gun is important, it is useless without magazines and ammunition and virtually useless without other equipment. Consequently the minimum necessary equipment for a R.N soldier is as follows.

1- Rifle (see above).

4- 30 round magazines (this is a minimum, 8 or 10 magazines would be better). Smaller capacity magazines need to be reloaded too often. Larger capacity magazines are more prone to jamming. You must be able to carry at least 100 to 120 rounds of ammunition ready to fire.

1000- Rounds of full metal jacket ammunition compatible with your rifle. The more ammunition the better off you are. It will probably be the hardest thing to supply or replace in a pinch. Hollow point and soft point cartridges do not penetrate as well and are not permitted by the Geneva Accords. But do more damage to living targets so use personal discretion.

1-2 magazine pouches to carry your magazines conveniently. Be sure your pouches are compatible with your magazines and are green or camouflaged so they are inconspicuous.

1- Bayonet or knife for hand-to-hand combat. While bayonets are rarely used in modern combat, you will need some type of knife for hand-to-hand combat and utility. You might as well get a bayonet since these make good fighting knives anyway plus give you the option of fixing them on the end of your rifle for special situations that arise. Do not go with the huge "Rambo" type cheap knives that are everywhere. With a knife, quality means everything.

1- Pistol belt for carrying your gear like magazines and a canteen.

1- Pair of combat suspenders (either the "Y"-load or "H"- load design). Without suspenders, the weight of all your gear loaded on your pistol belt will pull down your belt, especially when running and jumping.

1- Water canteen/Camelback. Even if you stay close to home and never have to "rough it" in the woods, you will need to spend long periods away from running water. A full canteen will keep you from thirsting while you work or fight.

1- Rifle cleaning kit with supplies for your rifle. Ideally, you should have a universal cleaning kit stored in a camouflaged field pouch.

1- Military type field jacket. You need to be uniformed in some way since uniforms and open carrying of weapons are two of the requirements for combatants recognized by the Geneva Accords. Uniforms are readily available and inexpensive at military surplus outlets.

- 1- pair of army boots or equivalent will protect your feet from the elements, mud, and sharp objects while providing a good footing.

The previous list is the bare minimum for outfitting yourself for your duty to the Republic. With this equipment you can basically shoot, hide, move, and take care of your gun. Many desirable items are neglected. No provision is made for survival in the wilderness. Consequently, if you can afford it, the following items are desirable to have. They are listed in no particular order.

- Set of spare parts for your rifle. A few dollars invested in the parts that are most likely to fail will extend the life of your gun almost forever! Parts for M-1s, M-14s, M-16s, and AR-15s are readily available at gun shows. For the typical rifle a spare firing pin, extractor, extractor plunger, extractor spring, ejector, ejector spring, recoil spring, and hammer spring are sufficient.
- G.I. Kevlar flak jacket.- The current issue military Kevlar body armor will stop most knife and bayonet thrusts, all shotgun blasts, and most pistol and some submachine gun bullets (velocities under 1300 feet per second). They will also protect you from mortar and hand grenade fragments. In Vietnam, U.S. soldiers would have sustained 40% fewer casualties if they all wore their body armor and helmets (and this was before the advent of the Kevlar helmet). Of course, blunt trauma from bullets will leave welts, bruises, and perhaps cracked bones, but this is better than a loss of blood or life! This body armor can even be upgraded to Type III, stopping even .308 rounds with improvised titanium or steel inserts.
- G.I. Kevlar "Fritz" helmet. The old "steel pot" helmets are better than nothing, but will not stop anything with significant velocity. The newer "Fritz" helmets look like the WWII German helmets and give better protection of the ears and neck. They are fabricated with Kevlar and are capable of stopping shell fragments, and most pistol, submachine gun, and even some long-range rifle rounds (velocities fewer than 2000 feet per second). Concussion from some bullets might leave you a bit dazed and do some internal damage. But, again, this is better than having your brains blown out.
- Ballistic goggles to protect your eyes from wind, dust, and dirt flying in poor weather or in the heat of combat.
- Gas mask and extra filter. While chemical warfare is unlikely, tear gas is a real threat from various law enforcement agencies. Israeli gas masks are not too difficult to get a hold of.
- Various light camping gear like backpacks, tents, sleeping bags, mess kits, flashlights, batteries, and so on would be useful if you must live in the country.

Some things that your chapter will need as a unit even if every chapter member does not possess them is listed below. To outfit men accordingly, each chapter will need the following equipment. The equipment can either be bought by the man assigned to use it or the chapter can pool funds to buy it.

- Hand-held CB radio for communication with other nearby cells.
- Binoculars (7x minimum) for observation and spotting.

- A general first aid kit along with other selected medical supplies.

- Tri-folding shovels for trenching and field fortifications.

Don't go out and buy these items yourself. Coordinate purchases with your chapter so you avoid unnecessary redundancy and expense.

Of course, there are also some kinds of equipment that can always come in handy if you can get it. The situation of the chapter would dictate the need. Those chapters that keep mobile would thin this list or ignore it altogether. Some examples of the "get it if you can, list" include:

- Electric generators to run equipment during power outages/failures.

- CB/Ham/short-wave radios to communicate over longer distances. CBs can also be used to communicate over short distances with neighboring chapters.

- Batteries to power flashlights, radios, other electric equipment.

- Portable lights/flares to give light for combat during darkness.

- Laptop computers/printers to prepare plans and training materials.

- Shovels/picks/spades for digging and preparing field fortifications.

- Chain saws for clearing fields of fire in heavily wooded areas.

- Gasoline for powering chain saws and vehicles (trucks and vans) for transportation in and around your town.

Again, don't go out and buy any of these things on your own. But if you already have any of them, let your chapter commander know so they can be put to good use if and when they are ever needed during an actual mobilization.

What you must do is be sure that you are adequately equipped for combat and contribute (time, money, or things) to the equipment needs of your chapter.

It is admittedly expensive to adequately equip an individual or team for effective combat. But your Constitutional liberties and life are worth it!

Be careful how you buy:

It is just as important how you go about buying the things you need to equip yourself as it is what you equip yourself with for future combat.

The last thing you want to do is to draw attention to yourself when you buy or leave a "trail" after buying. Gun registration records will no doubt be used to track down and confiscate weapons. Even though those yellow forms you fill out for a gun dealer stay with him, they are subject to BATF inspection and also will compromise your guns. The mailing lists and invoices of suppliers for paramilitary books and gear might also be used to hunt down gun owners. And don't forget about your checking account, it's an open book to the government revealing what, when, and where you buy. Consequently, there are several guiding

rules you should follow when you begin to outfit yourself and your chapter.

Never sign anything. Don't buy guns through dealers since they require you to fill out paperwork.

Never give your name and address. Don't order through the mail since invoices will record your name, address, and what you ordered.

Always pay with cash. Don't use your checking account or credit cards since these types of transactions leave a record.

Be inconspicuous. Don't go to gun shows or dealers decked out in your camouflaged battle dress uniform and body armor.

You might wonder how you can possibly be outfitted given these four constraints. Actually, it is not that difficult. It just takes some time and patience. You may not have the money to buy everything all at once anyway! Here are some tips on outfitting yourself in a confidential way.

Slowly build up a supply of cash. Large withdrawals of cash from the bank can trigger (and \$10,000 transactions automatically trigger) a report to the federal government.

Buy what you can at area gun shows. Your chapter commander should have a list of places and dates. Other chapter members will be glad to go with you. Virtually everything you need will eventually be found at gun shows, even guns without paperwork! Sometimes private individuals or dealers selling their own personal guns will sell without papers. Look for private individuals carrying around weapons at gun shows and ask if they are selling.

It is alright to buy ammunition and supplies from gun dealers, just be sure you pay in cash and don't give your name.

There are also other good sources of the types of things you will need like sporting goods stores and military surplus stores. Always pay cash!

Watch the classified ads in the paper, especially for firearms for sale. Private sales are exempt from paperwork and are confidential.

Check with members of your chapter. Perhaps they have extra or redundant guns and ammo that they have stashed just for people like you to buy!

Sources of equipment and supplies:

In addition to area gun shows and classified ads in the newspaper, there are several sources of firearms, ammunition, and gear in the area.

Look up "gunsmiths and gun dealers," "sporting goods," "military surplus," etc. in the local yellow pages. As time permits, check them out to get an idea of what they have available (remember, no guns on paper). Shop around since prices can vary quite a bit from store to store. Even if you can't afford something now, this shopping will pay off in the future when you can afford to buy.

Buy the priorities first. Don't spend a lot of money on body armor and high-tech "toys" before you own a rifle and ammunition!

Insurrection

There are no hard-set rules for making your initial engagements with the enemy, but here are a few pointers:

Never engage the enemy in an attack that you cannot win. Don't send your fighters to assault a well-fortified airfield, for example, or attack a barracks outside your territory.

Always strike fast, with every weapon at your disposal, and inflict the maximum amount of damage that you can and withdraw just as quickly.

Have your escape planned beforehand.

Select a rendezvous point where anyone separated during the fighting can catch up with the others.

Make every round of ammunition count. You'll likely never suffer from an over-abundance of ammunition.

Try to recover ammunition and weapons from fallen enemies. Some of your engagements will be solely for this purpose.

Don't panic if things don't go well. Get out as quickly as possible and try to make the enemy regret any pursuit attempted.

Make sure to ALWAYS fire from a well-concealed position. Not just behind a tree or rock, but laying on the ground behind a tree or rock. It is especially important to be on the ground behind a bush or in grass. If not, the enemy will likely see the discharge from your weapon and be able to aim at that. If you're on the ground, underneath some sort of foliage, the enemy may not even see your gun's blast. The smaller a target you present, the less likely you'll be hit. Also, make sure you're not trapped, in a place where any movement will expose you to enemy fire with no chance for cover. Though these may sound like obvious points, you will be surprised at what people will do in the heat of battle.

If you are being pursued by an enemy group, always kill the lead man (the Point man). This will unnerve the enemy and make the point position difficult to fill. This tactic will sometimes divide the enemy against one another, as some men may refuse to take a position that is going to result in their deaths.

Your first actions will likely not put a great deal of fear into your enemies. As a matter of fact the enemy may not know anything about them. Very likely, you will have to pull off a few armed robberies in order to provision your chapter with enough food and supplies to get started. Also, you may want to keep some money in reserve in case the chapter is forced out of their base of operations. Do not rob the families of the people who are your supporters or who could be your supporters. Rob the wealthy, the powerful and the local tyrants. You'll know who they are, the businesses they own and where they live, if you've made the proper preparations.

When you've pulled off your first outright "military" action, this should be followed by a propaganda effort, or propaganda should be made during the action, so that all will know what's going on. From this point on the chapter is on enemy turf, until they have established complete control of some territory.

Once this action is taken, the war is on and the freedom fighters will be under constant harassment.

Defensive Positions

You should have prepared several bunkers or safe houses at different places throughout your base of operations. Here, you can store excess items rather than carry them around with you all the time. Also, these should offer some shelter not only from the cold and rain, but also from light artillery, such as grenades launched from guns and mortars. By burrowing into a hillside and heavily fortifying the entrance, you should be safe from almost anything the enemy throws at you, with the exception of direct hits by bombs, missiles and heavy artillery.

The Vietnamese were great at creating underground villages through elaborate tunnel systems. This was seen as such a brilliant, easily-defendable and useful strategy that local and federal police agencies often use it as an excuse to use incendiary devices and light-armor vehicles in assaults, like the ones against the "Move" house and the "Branch Davidians". They were lying; of course, they just wanted to be able to leave no survivors.

Taking Action

In Central America, the FSLN of Nicaragua and the FMLN of El Salvador would occasionally pull off spectacular actions not only to display their capabilities, but also to humiliate their enemies. They would capture the banquet hall where a member of one of the ruling families was holding a wedding reception or loot and burn stores that belong to the rulers. The Tupac Amaru unsuccessfully attempted such an action in Peru when they took over the Japanese Embassy. They committed two strategic mistakes in this action. They had undertaken the effort as an act of desperation, without really expecting to win the encounter. They also let it drag out far too long. They could have at least attempted to shoot their way out, thus giving their supporters and those in sympathy with them a chance to join in the fray. Had they engaged the army units surrounding them in a prolonged, hot, running battle, they very well could have set the entire city aflame with revolutionary fever. Who knows what could have happened?

By carrying out such outrageous actions, the guerrillas were illustrating to the people that the powerful were vulnerable. This would inspire admiration and respect, not only with the people in the barrios, but often in the ranks of the military as well. There are numerous incidents of high-ranking officers in the military, disgusted by the attitudes and behavior of the ruling elite, who would withdraw their troops into their barracks and withhold them from the fighting, then pledge themselves to the revolutionary government. This happened in Spain, in Russia, in Mexico and to a lesser extent in Central America, too. Displays of bravery coupled with upright behavior (no rape of captives or cat-and-mouse games with prisoners of war) can win over to the guerrilla's side those who have been apathetic or even opposed to their actions. Not all who serve the powerful enjoy their roles.

In Vietnam during their fight with the French and American occupation forces, and in Mexico, where the Zapatistas fought against the federal government, the enemy's army could never locate the guerrilla units. They were hidden in plain sight, as it were. The very people working the fields, selling fruits and poultry by the roadside and watching the little children in the village squares were the same people who took up arms at night. The Mexican army, in particular, would declare that the Zapatistas had been exterminated every fall, only to be driven out of Chiapas and Morales every winter, once the harvest was in. It took them years to figure out where the guerrilla army was.

The focus of the chapter initial activities will be to disrupt the lives of the enemy forces as much as possible and to cut off their supplies. With stealth and a few homemade weapons, the chapter can attack

airfields, convoys and other means of supply the enemy will use. Mines that can be detonated by remote switches are always effective, as are homemade rockets. Shotguns can be converted into grenade launchers and simple explosive devices (black powder grenades, molotovs, etc.) can be fired with them. These simple, improvised weapons are highly effective, not only due to their offensive capacities, but also as a psychological weapon against the opposing soldiers, who assume you have nothing in your arsenal other than a few rifles.

One thing that has to be mentioned here are prisoners of war. Do not take prisoners. If possible, escort any surrendering troops to a border and tell them to get lost for the remainder of the war. Do not allow them to return to their bases. Since they will be your countrymen, they may actually want to join your side! They must prove themselves under fire before you can trust them with weapons! Until then they can be treated as suspect new recruits.

Urban Warfare

Usually labeled as "terrorists", the urban guerrilla differs from the traditional "fighting in the fields" guerrilla in their base of operations.

The Urban chapters are under much more intensive scrutiny than those in the woods and have to be careful not to arouse the suspicion of neighbors as well as the police. But they can hide out just as easily, have more targets to choose from and can often stir up the locals to take part in their actions, even if they are only playing supporting roles. The Sendero Luminoso in Peru existed for years in the slums of Lima before the people there figured out they were ruthless, power-hungry, back-stabbing bastards and routed them out without the intervention of the police or military.

The urban chapter should take care not to blow up their neighbors, like a faction of the "Weatherman" did in NYC. Emma Goldman expressed regret that she and her cohorts at one time exposed their neighbors to such danger, which turned her against violent confrontation for a while. Of course, seeing the suppression of the Anarchists in Russia and the Ukraine made her once again propose armed conflict and she enthusiastically supported the Revolution in Spain.

You should also not engage in a firefight if there are many innocent bystanders in the line of fire, if it can be helped.

The urban chapters will never have the security that the "outdoor" chapters have, nor will they usually have the number of people involved in their day-to-day activities, still they will be able to maintain some sort of social ties to the outside world. This is both good and bad. It's a security risk anytime someone outside the chapter becomes familiar with one or more of its members. The good part is that the fighters don't get lost in a fantasy world of revolution and can more accurately assess their situation and plan their actions accordingly.

Urban chapter activity is probably the best first step to take in a modern industrial state, though it is usually the last phase of the traditional revolution. Due to the amount of police informants, security forces and military readily available to combat the guerrillas, it is advisable not to stay in one area for very long. Once a few actions have taken place, the chapter can split up and regroup later. This regrouping should be seen as a chance to gather together to plan the next operation and the chapter should have their combat supplies stored somewhere secure. When the chapter is dispersed for any amount of time, there is no certainty that all the members will rejoin the chapter. Some may be arrested, or injured or killed. And there is always the danger of being followed or turned in by someone familiar with the guerrillas, maybe even one of its members. In any case, treat a re-grouping with extreme caution, assume the worst and do not wait around very long for stragglers. They'll find a way to contact you if they need to.

Final Thoughts on Insurrection

Once a person begins down this road, it is difficult to turn back. Even if one surrenders, there is no guarantee the government/federal forces will accept the surrender, or that they won't have you killed in prison.

Self-discipline is the key to security. Wandering away to have a fling with a local babe, getting drunk at a bar, or trying to contact a missed person could result in getting oneself and the entire group killed. Also the ability to remain calm under duress is extraordinarily useful. For instance, if stopped by a cop or federal agent, try to determine what the matter is all about before whipping out a gun and grenade, or taking cyanide. The agent in question could be asking around about something totally unrelated to your activities.

Try not to be fearful, but allow yourself to use your fear to your advantage. Fear brings about a heightened state of alertness which can be quite useful at certain times.

Study guerrilla tactics and read about revolutionary groups while pondering the issue.

R.N.E.M. is a Guerrilla Force

Guerrilla warfare can be conceived as a continuum. On the low end are small-scale raids, ambushes and attacks. In ancient times these actions were often associated with smaller tribal groups fighting a larger empire, as in the struggle of Rome against the Spanish tribes for over a century. In the modern era it is conducted by the operations of revolutionary groups. The upper end is composed of a fully integrated political-military strategy, comprising both large and small units, engaging in constantly shifting mobile warfare, both on the low-end "guerrilla" scale, and that of large, mobile formations with modern arms. The latter phase came to fullest expression in the operations of Mao tse-Tung in China and Vo Nguyen Giap in Vietnam. In between are a large variety of situations - from the war against Israel by Palestinians in the modern era, to Spanish and Portuguese irregulars operating with the conventional units of British General Wellington, during the Peninsular War against Napoleon.

Modern guerrilla warfare at its fullest (high end) escalation should be conceived of as an integrated process, complete with sophisticated doctrine, organization, specialist skills and propaganda capabilities.

The R.N.E.M. chapters can operate as small, scattered bands of raiders, but they can also work side by side with R.N.E.M. core forces, or combine for far ranging mobile operations in squad, platoon or battalion sizes, or even form conventional units. Based on their level of sophistication and organization, they can shift between all these modes as the situation demands. Guerrilla warfare is flexible, not static.

Strategic Models of R.N.E.M. Tactics

THE MAOIST MODEL:

In China, the Maoist Theory of "The People's War" divides warfare into three phases. In Phase One, the guerrillas earn the population's support by distributing propaganda and attacking the organs of government. In Phase Two, escalating attacks are launched against the government's military forces and vital institutions. In Phase Three, conventional warfare and fighting are used to seize cities, overthrow the government, and assume control of the country. Mao Zedong's seminal work, *On Guerrilla Warfare*, has been widely distributed and applied most successfully in Vietnam, by military leader and theorist Vo Nguyen Giap, whose "Peoples War, Peoples Army" closely follows the Maoist three-phase approach, but emphasizing flexibility in shifting between guerrilla warfare and a spontaneous "General Uprising" of

the population in conjunction with guerrilla forces.

THE MORE FUNDAMENTAL TYPE:

The classical Maoist model assumes a clear organization and objective, reached through three distinct phases.

However some chapters may not follow this template at all, and might encompass numerous small, 'freelance' support groups operating independently with little overarching structure. These patterns do not fit easily into neat phase-driven categories, or formal 3-echelon structures (Main Force regulars,

Regional fighters, part-time fighters) as in the People's Wars of Asia.

Some jihad guerrilla attacks for example, may be driven by a generalized desire to restore a reputed golden age of earlier times, with little attempt to establish a specific alternative political regime in a specific place. Ethnic attacks likewise may remain at the level of bombings, assassinations, or genocidal raids as a matter of avenging some perceived slight or insult, rather than a final shift to conventional warfare as in the Maoist formulation.

Environmental conditions such as increasing urbanization and the easy access to information and media attention also complicate the contemporary scene. Guerrillas need not conform to the classic rural fighter helped by cross-border sanctuaries in a confined nation or region (as in Vietnam,) but now include vast networks of peoples bound by religion and ethnicity stretched across the globe.

Tactics

R.N.E.M. tactics are based on intelligence, ambush, deception, sabotage, and espionage, undermining federal authority through long, low-intensity confrontation. As demonstrated by the Vietnam conflict. A guerrilla army may increase the cost of maintaining an occupation or a colonial presence above what the foreign power may wish to bear. Against a local regime, the guerrilla fighters may make governance impossible with terror strikes and sabotage, and even a combination of forces to depose their local enemies in conventional battle.

These tactics are useful in demoralizing an enemy, while raising the morale of the R.N.E.M. fighters. In many cases, tactics allow a small force to hold off a much larger and better equipped enemy for a long time, as in Russia's Second Chechen War and the Second Seminole War fought in the swamps of Florida. Guerrilla tactics and strategy are summarized below and are discussed extensively in standard reference works such as Mao's "On Guerrilla Warfare."

Types of Tactical Operations

Guerrilla warfare may involve attacks by specialized assault squads. Chapter operations typically will include attacks on transportation routes, individual groups of police or agents, installations and structures, economic enterprises, and targeted collaborating civilians. Attacking in small groups, using camouflage and often captured weapons of that enemy, the chapter can constantly keep pressure on its foes and diminish its numbers, while still allowing escape with relatively few casualties. The intention of such attacks is not only military but political, aiming to demoralize targets, or goading an overreaction that forces the public to take sides for or against the freedom fighters. Examples range from the chopping off of limbs in various internal African rebellions, to sophisticated maneuvers by Viet Cong and NVA

forces against military bases and formations.

Whatever the particular tactic used, the fighter primarily lives to fight another day, and to expand or preserve his forces and political support, not to capture or try holding specific blocks of territory as a conventional force would.

Ambushes... Transportation routes are a hallmark of R.N.E.M. chapter operations, causing both economic and political disruption. Careful advance planning is required for operations.

Organization

R.N.E.M. organization ranges from small chapters of 2-12, local patriot support groups of a few dozen fighters, to state militias of up to 75 fighters. The core organization has political (Public chapters) and military wings (C/U, Closed-Underground chapters).

Surprise, Intelligence & Recon

For successful operations, surprise must be achieved by the fighters. If the operation has been betrayed or compromised it is usually called off immediately. Intelligence is also extremely important, and detailed knowledge of the target's dispositions, weaponry and morale is gathered before any attack. Intelligence can be harvested in several ways. Sympathizers will usually provide a steady flow of useful information. If working clandestinely, the R.N.E.M. operative may hide his membership in the organization and use deception to ferret out needed data.

Employment or enrollment as a student may be undertaken near the target zone, community organizations may be infiltrated, and even romantic relationships struck up as part of intelligence gathering. Public sources of information are also invaluable to the guerrilla, from the flight schedules, to public announcements of visiting foreign dignitaries, to Army Field Manuals. Modern computer access via the Internet makes getting such data easy. The use of recon is integral to operational planning. Operatives will "case" a location or potential target in depth, cataloging routes of entry and exit, building structures, the location of phones and communication lines, know of the presence of security personnel etc. Intelligence is concerned with political factors, such as an election or the impact of the potential operation on civilian and enemy morale.

Relations with the General Public

Relationships with the public are influenced by whether the chapter operates among a hostile or friendly population. A friendly population is of immense importance to R.N.E.M. fighters, providing shelter, supplies, financing, intelligence and recruits. The "base of the people" is thus the key lifeline of the revolution. In the early stages of the Vietnam War, American officials "discovered that several thousand supposedly government controlled 'fortified hamlets' were in fact controlled by Viet Cong guerrillas, who 'often used them for supply and rest havens'."

Popular support in a confined local area or country however is not always strictly necessary. Chapters and supporting revolutionary groups can still operate using the protection of a friendly local government, drawing supplies, weapons, intelligence, local security and diplomatic cover. The Al Qaeda

organization is an example of the latter type, drawing sympathizers and support primarily from the wide-ranging Muslim world, even after Coalition attacks eliminated the umbrella of the Taliban regime in Afghanistan.

An apathetic or hostile population makes life difficult for a chapter and strenuous attempts should be made to gain their support. These may involve persuasion or if needed, a calculated policy of intimidation. Chapter should characterize the revolution as a liberation struggle, but this may or may not result in sufficient support from affected civilians. Whatever the exact mix of persuasion or coercion used by the area chapter(s), it is relationships with local public that is one of the most important factors in their success or failure.

Use of Brutality

In some cases, the use of brutality can be an aspect of chapter operations. To kill opposition leaders, extort cash from targets, intimidate the enemy, create economic losses, and keep potential defectors and "fence sitters" in line.

Such tactics may backfire and cause the public to withdraw its support, or to back Federal forces. Don't go overboard.

Such situations occurred in Israel, where suicide bombings encouraged most Israeli opinion to take a harsh stand against Palestinian attackers, including general approval of "targeted killings" to liquidate enemy cells and leaders. In the Philippines and Malaysia, communist terror strikes helped turn civilian opinion against the insurgents. In Peru and some other South American countries, civilian opinion at times backed the harsh countermeasures used by authoritarian regimes against revolutionary movements.

Tactical Withdrawal

Fighters must plan carefully for withdrawal once an operation has been completed, or if it is going badly. The withdrawal phase is the most important part of a planned action, and to get entangled in a lengthy struggle with superior forces could be fatal to revolutionary operatives.

Withdrawal is usually accomplished using a variety of different routes and methods and may include quickly scouring the area for loose weapons, evidence cleanup, and disguise as peaceful civilians. Such activity as eliminating traces of evidence, or hiding materials and supplies must be done.

Logistics

R.N.E.M. chapters typically operate with a smaller logistical footprint compared to conventional forces. Nevertheless, their logistical activities can be elaborately organized. A primary consideration is to avoid dependence on fixed bases and depots which are easy for conventional units to locate and destroy.

Mobility and speed are the keys and wherever possible, the freedom fighter must live off the land, or draw support from the public in which he is embedded. The public become the supply base. Financing of chapter activities ranges from direct individual contributions (voluntary or non-voluntary), and actual operation of business enterprises by R.N.E.M. operatives, to bank robberies, kidnappings and complex

financial networks based on supporting groups.

Semi-permanent bases can form part of the R.N.E.M. logistical structure, usually located in remote areas or in cross-border sanctuaries. These can be quite elaborate, fortified base camps and tunnel complexes.

Terrain

Guerrilla warfare is often associated with a rural setting, and this is indeed the case with the definitive operations of Mao and Giap, the Mujahedeen of Afghanistan, the Ejército Guerrillero de los Pobres (EGP) of Guatemala, the Contras of Nicaragua, and the FMLN of El Salvador. Guerrillas however have successfully operated in urban settings as demonstrated in places like Argentina, and Northern Ireland. In those cases, guerrillas rely on a friendly population to provide supplies and intelligence. Rural fighters prefer to operate in regions providing plenty of cover and concealment, especially heavily forested and mountainous areas. Urban fighters, rather than melting into the mountains and woods, blend into the population and are also dependent on a support base among the people.

Foreign Support & Sanctuaries

Foreign support in the form of weapons, sanctuary, or statements of sympathy for the revolution is not strictly necessary, but it can greatly increase the chances of a victory. Foreign diplomatic support may bring the cause to international attention, putting pressure on local opponents to make concessions, or gaining sympathetic support and material assistance. Foreign sanctuaries can add heavily to success, furnishing weapons, supplies, materials and training bases. Such shelter can benefit from international law, particularly if the sponsoring government is successful in concealing its support and in claiming "plausible denial" for attacks by operatives based in its territory.

The VC and NVA made extensive use of such international sanctuaries during their conflict, and the complex of trails, way-stations and bases snaking through Laos and Cambodia. The famous Ho Chi Minh Trail, was the logistical lifeline that sustained their forces in the South. Also, America funded a revolution in Colombia in order to take the territory they needed to build the Panama Canal. Another case in point is the Mukti Bahini guerrillas who fought alongside the Indian Army in the 14-day Bangladesh Liberation War in 1971 against Pakistan that resulted in the creation of the state of Bangladesh. In the post-Vietnam era, the Al Qaida organization also made effective use of remote territories, such as Afghanistan under the Taliban regime, to plan and execute its operations. This foreign sanctuary eventually broke down with the American attacks against the Taliban and Al Qaida. It is perhaps with a sense of bitter irony that an observer may note that the Taliban provided excellent training facilities and a base of operation due largely to the foreign support granted to them from America. During the Soviet war in Afghanistan the CIA aided the Taliban, in order to disrupt the Red Army's occupation.

Initiative & Force

Able to choose the time and place to strike, chapter fighters will usually possess the tactical initiative and the element of surprise. Planning for an operation may take weeks, months or even years, with a constant series of cancellations and restarts as the situation changes. Careful rehearsals and "dry runs" are usually conducted to work out problems and details. Many strikes are not undertaken unless clear numerical

superiority can be achieved in the target area.

The freedom fighter holds the initiative, and can prolong his survival though varying the intensity of combat. This means that attacks are spread out over quite a range of time, from weeks to years. During the interim periods, the chapter can rebuild, re-supply and plan. In the Vietnam War, most communist units (including mobile NVA regulars using guerrilla tactics) spent only a limited number of days a year fighting. While they might be forced into an unwanted battle by an enemy sweep, most of the time was spent in training, intelligence gathering, political and civic infiltration, propaganda indoctrination, construction of fortifications, or stocking supply caches. The large numbers of such groups striking at different times however, gave the war its "around the clock" quality.

Ethical Decisions to be made

Traitors should be killed as punishment for collaboration, or as a policy of intimidation and coercion. Such attacks are only sanctioned by the leadership. Attacks may be aimed to weaken collaborator morale so that support for the federal forces decreases.

Laws of War

R.N.E.M fighters are not recognized as lawful combatants because they may not wear a uniform, (to mingle with the local population). Their uniform and distinctive emblems are not recognized as such by the government. Article 44, sections 3 and 4 of the 1977 First Additional Protocol to the Geneva Conventions, "relating to the Protection of Victims of International Armed Conflicts", does recognize combatants who, because of the nature of the conflict, do not wear uniforms as long as we carry our weapons openly during chapter operations. This gives non-uniformed R.N.E.M. fighters lawful combatant status against countries that have ratified this convention.

However, the same protocol states in Article 37.1.c that "the feigning of civilian, non-combatant status" shall constitute perfidy and is prohibited by the Geneva Conventions.

Time

A key factor in R.N.E.M. strategy is a protracted conflict that wears down the will of the opposing counter-insurgent forces. America is especially vulnerable to the factor of time. The counter-insurgent force must allow enough time to get the job done. Impatient demands for victory centered around 4 year electoral cycles will play into the hands of the freedom fighters.

The 6 Rules of Starting a R.N.E.M. Chapter

1. If uncovered, it can only reveal names of people within the 1 chapter..
2. Let the chapter evolve naturally. Don't force cell leaders to recruit new members too fast, it will happen

in time.

3. Be realistic in mission assignment and goals.
4. Don't make things more complicated than they need to be.
5. Don't generate a lot of paperwork, don't make copies. Never put a name or title on anything you print or write.
6. Start at least one other chapter that will operate independently, as yours does.

Discipline your men with real tactical drills and other exercises which serve applicable purposes. When it comes to unit size, organize at the squad level or smaller. "Or smaller" would be my advice, for numerous reasons. Smaller units are a lot easier to control. I would feel very confident about our chances if the active patriot resistance were composed of thousands of networked but independent (and self-sufficient) 3 man fire teams. Each fire team could link with another (forming a 6-man squad) for a raid or Force Recon, or with 7 others (forming a 24-man platoon) for an ambush or deliberate attack (given the character of the modern militia, trying to form any larger units will just be asking for disorganization).

For most other missions, each fire team should operate independently. If you doubt the benefits of such small fire teams, put it to the test. Take your 5-man team through some bad bush, with plenty of twists and turns, and see how well they maintain the wedge. The men on both flanks will either be killing themselves to maintain proper position and interval, or they won't even bother and your wedge will wilt into a pointy square. Then try the same thing with just a 3-man team. Moving in the wedge just becomes a whole lot easier. You'll find that a smaller unit makes a lot of other activities easier, too.

A Warning against Bureaucracy

Yes, your unit will benefit from a certain level of organization. But don't go overboard! No matter how large your outfit gets (and my advice is to break up into smaller outfits if it grows beyond squad size), don't turn paperwork into a sacred cow. Keep it simple and informal. When you observe the emergence of attitudes of "that's not my department," your unit is headed for self-destruction. If it's to the point where something doesn't get done because "So-and-So handles that and he's not here today," you'd better go back to the drawing board. Spend your time and effort training your troops and solving problems, not creating and enforcing a bunch of regulations.

The Strategic Picture

We have the numbers:

In our nation of 300 million people, there are at least 95 million lawful gun owners. Those 95 million gun owners lawfully possess 212 million firearms.

Even if the government recalled ALL military members from around the entire world, they would have a force of only about two million.

95 million gun owners versus 2 million troops. The government would be slaughtered.

Even if only ten percent of the 95 million gun owners had the gut to fight we would still outnumber the military almost 3-1.

These numbers don't even include the amount of true patriotic soldiers of the military that will turn against the state and fight on our side or the estimated 115 million firearms that are unregistered.

Government tanks and planes are nearly useless in guerrilla warfare.

Government will be reminded that they exist at the whim of the American people. Government exists only to serve us as we direct.

The power government wields belongs to The People. We The People merely LEND part of our power to government and we have the absolute right to take that power back at any time we deem appropriate.

The founding fathers made clear we can take it back in any manner we deem appropriate.

If the U.S. government or military dares attempt to implement Declaration 51 in any way shape or form they should expect to be brutally punished and pay for that indiscretion with their lives.

Strategy and tactics are inter-related. It is important to understand the relationship between them.

Tactics are what you use to win a battle; strategy is what you use to win a war. Both are equally important, yet tactics are a component of strategy. You might call tactics a sub-strategy.

Our Strategic Situation

Our enemy (UN/NWO forces, including the US Military) is a conventional force. Numerically they have overwhelming superiority. Their land forces have air support, artillery, intelligence-gathering units equipped with spy-satellites, heat-imaging devices and every other scientifically possible contraption, engineers/sappers, signal battalions, nuclear/biological/chemical (NBC) capabilities and specialists, and support personnel, equipment and material. They have supply. Think about that. When their troops use up all the food, fuel and bullets they can carry, someone will load them up with more. They have the

land, air and naval power to project their troops anywhere on Earth. They have medics and field hospitals. They have popular support (which, among other things, augments their intelligence-gathering capability). In North America (which is all we can afford to worry about at this time), either directly or indirectly, they control every major resource, water, food, industry, heat, electricity, information, fuel, etc.

What type of force is the Patriot Resistance? We have no air support or artillery. Our intelligence gathering apparatus is well-dispersed but crude, vulnerable, and often inaccurate. We have no supply. The only means available to us to project our forces are limited, haphazard, and vulnerable. We have no field hospitals and only the most rudimentary medical skills/equipment. We are not a conventional fighting force.

The only type of warfare in which the Patriot Resistance can be effective is guerrilla. We must plan strategy and adjust our thinking accordingly.

Wars are won by taking and holding key terrain and resources. We can't accomplish this by fighting pitched, decisive battles against the NWO. Especially since the enemy already controls our nation's resources. The only method open for us to capture those key resources and terrain is one which has been used by many an underdog throughout history. The Russians employed it against Napoleon; Pancho Villa used it against Black Jack Pershing. It entails making your enemy wear himself out pursuing and trying to destroy you. Then when your enemy is exhausted, starving, weak and careless, you move in to speed his destruction, taking bites out of him wherever possible, carving him up into pieces.

This kind of strategy requires discipline. The defender is constantly moving backwards, taking as little damage as possible. He must resist the urge to stand toe-to-toe and fight it out. He must pick opportune moments, when it is most advantageous to him, to surprise his enemy by turning from his retreat to let fly a brief, stinging offensive flurry before disappearing once again. This strategy is our best hope for victory in the coming struggle:

-Deny our stronger enemy a decisive engagement.

-Deploy an aggressive rearguard to harass and observe the enemy.

-Chose wisely the time and place to suddenly stop and fight, where the terrain gives a distinct advantage.

-Make the enemy pay dearly for these places, then evacuate before the enemy can follow up.

-Leave behind little that the enemy could use in the way of rations, supplies or shelter. Take all you can from them.

-Move to impede the enemy's retreat, again choosing terrain which requires the enemy to do all the work.

The Patriotic Resistance

The R.N.E.M. is a guerrilla force. Our only supply is what we can carry with us. We have no formal or centralized leadership. 99% of us are armed with nothing bigger than a rifle. We have no fixed defensive line, no bases or even friendly cities. Unlike the VC and NVA, we don't even have borders we can escape and hide behind. Keep all that in mind.

As mentioned, wars are won by taking and holding key terrain and resources. Let's look at resources first.

The Key Resources Here in North America are:

Food: Our Great Plains are one of the agricultural wonders of the world. The farms are 99% corporate now and being taken over by foreign conglomerates, but the crops still grow here.

Water: Even more important than food on an individual level. Every state has it, but you'll work much harder to find it in Texas than you will in Michigan.

Fuel: There is and has been far more fuels here in North America than will ever be admitted. Most of it is given to our enemies while foreign fuel is imported here in order to make us more "interdependent" and to maintain the illusion of an energy crisis. But there is still enough oil in our land to make us self-sufficient for a very long time. The biggest concentrations are in Alaska and Texas, but you'll also find wells in California, Florida and Oklahoma. Coal is another fuel found in abundance in the northern states.

Information: Almost all is completely under the enemy's control and should be targets. The primary "hubs" of their information monopoly are New York and California.

Industry: What little is left here is mostly foreign-owned, yet there remains enough to have an impact on the economy. It is concentrated mostly along the East Coast and in the "Midwest" (the Rust Belt).

Key Terrain-

California: The ChiComs already have a beach-head here (that's right, even before Bush part of Clinton's reelection deal with Red China was giving them the former US Naval Station at Long Beach, "former" because he slashed our own Navy too lean to man it) and could easily turn it into a funnel through which they could pour occupational forces into our interior.

The Sierra Nevada's: There are so many highways over and around these mountains, it would be impossible to bottle up any foreign occupational forces moving inland just by blocking 1 or 2 passes. Still, such a move warrants consideration.

The Southwestern border region: All the patriots down there are caught between a rock and several hard places. Not only do they have to worry about the Federal traitors and collaborators, but also there's a "Luftwaffe" airbase there. As of 1998 Holloman Air Force Base in New Mexico is now a permanent German Air Force installation, and the unchecked flood of Mexican revolutionaries crossing the Rio Grande now might become an all-out invasion when other things fall into place.

The Eastern Seaboard: I only mention the area surrounding and between New York and DC to advise patriots to get out of there. This area has absolutely no value to us and will be "the hornet's nest". It is the business and political neuro-center for the North American Union & NWO.

The Forests: Most active militias train out in the woods, and that's a good thing. That's where we'll need to operate and hideout, except for patrols or raids into urban areas. Major population centers will either be at the mercy of rioting mobs or the NWO.

-NOTE: As an informal network of guerrilla bands, the weaknesses of the patriotic resistance will prohibit us from attaining outright control of key terrain and resources at first. What we must do is make it as costly as possible for the enemy to control these assets.

-The Tools available to accomplish this are-

Interdiction: The enemy's supply lines will be stretched long and far. It is too far for him to protect every mile of it adequately, especially if he uses the railroads.

Sabotage: The same is true of microwave towers, broadcast relay stations, dams, bridges, power plants, fuel dumps, and airfields. There are too many for the enemy to protect all of them. But be advised, a big dramatic explosion is not always the best or only means to take out targets. Don't overlook civilian broadcasting stations as targets. The enemy must invest time and money on repairs to ensure the population stays misinformed.

Ambush: Isolate small enemy units, wipe them out, take their stuff, then "di-di-mau mos-koshee" (run off quickly). This will demoralize the enemy and erode his strength piece by piece while possibly earning you food and ammo in the process.

Feints: Cry wolf, often! Make the enemy think you're attacking or raiding a certain target when you're not. Not only can you use such a ploy as a diversion for an actual operation, but even just creating constant false alarms will aggravate the enemy into complacency which you can exploit.

Psy-ops: Psychological operations directed at enemy soldiers. We don't have the sophisticated apparatus to compete with the enemy as far as targeting the civilian population but enemy troops will likely be following us wherever we go and it would be within our means to leave behind fliers, booklets, notes, or anything to make them think. When it comes to winning hearts and minds, the job of the partisan is to make it more costly for civilians to collaborate than to resist.

With all the propaganda against us being crammed down their throat it is unlikely that many people will take our side at first. But they definitely won't take our side if you steal from them and start destroying their property. There will be no way around foraging at least to some extent, if we hope to survive. Just try to take from the fields of collaborators and not the fence-sitters or sympathizers to our cause. Be as considerate as you can afford to be and let the NWO show their true colors to the population. If the people are being pushed around by Big Brother while we're causing relatively little trouble, except to Big Brother, some will decide that the cost of resisting, at least passively, is cheaper than the cost of collaborating.

Every doom-sayer has a theory about how the revolution will start, but no one knows for sure. You don't know, we don't know, even the enemy's top brass might not know what's going to light the big fuse. A thousand different things could start the shooting, a stock market crash, the Brown situation, even a natural disaster. Let's not forget the very real (although censored by all but the intelligence journals) threat of the Shanghai Pact powers, who prepare for nuclear war against the US even now (their projected ballpark date is around 2015-2020, but many factors could move their schedule up) and have threatened to nuke the west coast if we interfere with Red China's designs on Taiwan (why should we do that, though? After all, Red China is STILL our "most favored nation". They have control of the Panama Canal now. Meanwhile, we still don't have a ballistic missile defense and the longstanding "launch on warning" policy has been replaced with the suicidal "absorb a first strike" policy. "Treason" is what Webster's dictionary calls that, though not one single yellow "journalist" of the Lapdog Press has the integrity to use that word.

The enemy is opportunistic, and so far has been very clever in choosing the right moments to tighten the noose. We should take a page from their book and be on the lookout for prime opportunities. This will be a shock to most of you, but at the strategic level, the advantage goes to the attacker (the opposite is true at the tactical level). The element of surprise contributes to this, as do the key terrain and resources I've mentioned. In any case, we would be wise to watch unfolding events with an opportunistic eye.

Gorilla Warfare R.N.E.M. Style

A. Movement to a determined target-

1. Wear dark clothing that will hide you at night, but will make you blend in during the day.
2. Do not wear any sort of rank, insignia, or identification. Only wear a number on all of your clothing, so that your own people can identify you if you become a casualty or get separated.
3. Travel in small parties of 3-12 team members.
4. Always try to become familiar with the type terrain your team will be traversing.
5. Never talk, use hand signals. If a twig breaks, or a dry leaf cracks, it could be anything; like an animal.

If you talk, it flows over the ground, even if you whisper. In the still of night, a whispering voice is definitely human.

6. Have your escape route covered.
7. Learn how to walk in a crouch. Learn how to sneak around like the enemy. Take careful steps; always make the ball of your foot touch the ground first.
8. If you spot enemy personnel, do not look at them. If you think about it, someone staring at you is always going to make you turn around and see them; therefore, always look just to the right or left of the enemy soldiers. Believe me.

B. Attack and psychological warfare-

1. Say you have a specific target in mind, like a specific person, and you have been instructed by your superiors or employer, to terminate him with extreme prejudice; in order to complete your mission you must have a devised plan. Use the G.T.M. method (Get in-Take out-Move out)

If you are planning on making your target a casualty via knife, use your imagination.

2. Psychological warfare is always interesting. We will give you as examples, some of the methods used by R.N.E.M. members in Kosovo.

(During the war, members of R.N.E.M. set up fake radio stations in Albania where we broadcasted false information about enemy movements, and such things like that.)

Note: For those of you that are interested in scaring the hell out of the enemy, locate an enemy campsite at night, find two men sleeping near each other, and then slit the throat of one of them. This causes a huge amount of stress on them in the morning.

C. Do's and Don'ts in Guerrilla Warfare-

1. For rapid fire of ammunition, tape two magazines together, so that the receiving ends face out.
2. For the ability to climb rapidly, cut off the two middle sections on the ball of your boot's soul.
3. Always have a piece of safety tape wrapped around the grenade and the spoon.
4. Use tracers at night (1 every 3-5 rounds).
5. Tie your knife sheath upside down on your suspenders, so you can merely reach across your chest and grab your blade very quickly if need be.
6. Do not wear any ID of any kind.
7. Know what kind of food is available in the area wherever you are.

8. If you are carrying magazines in a pouch, place something in-between each one, like empty cigarette packs, so they won't rattle.
9. Use silencers when available.
10. Use night vision scopes at night.
11. Never let anything get wet.
12. When using a radio, only answer yes and no by keying the mike once for "yes," and twice for "no."
13. Make sure everything you have, including yourself, is very dark in color.
14. Hit quickly, and get the hell out of there FAST!

Ambush

The ambush must be set up in suitable terrain. Areas that are obvious as ambush sites like defiles, hollows etc., must be avoided. Well suited on the other hand are inconspicuous positions in hedges, forest edges, cornfields, towns and gardens, especially if they offer possibilities of covered and concealed withdrawal. Patient, noiseless, and motionless waiting, often over a longer period of time, is necessary when laying in ambush. Fire only opens up when the order or predetermined sign is given. In larger scale ambushes, the advance party of the enemy should be allowed to pass in order to hit the more valuable targets following. If sufficient forces are available, a separate ambush may be set up for the expected advance party. Fire on the advance party may open up only after the main ambush is sprung."

This section will explain the basics of hand-to-hand combat, and will tell of the best places to strike and kill an enemy. When engaged in hand-to-hand combat, your life is always at stake.

There is only one purpose in combat, and that is to kill your enemy.
 Never face an enemy with the idea of only knocking him out.
 The chances are extremely good that he will kill YOU instead.
 When a weapon is not available, one must resort to the full use of his natural weapons.

The natural weapons are:

1. The knife edge of your hands.
2. Fingers folded at the second joint or knuckle.
3. The protruding knuckle of your second finger.
4. The heel of your hand.
5. Your boot
6. Elbows
7. Knees
8. Teeth.

Attacking is a primary factor. A fight was never won by defensive action. You must always attack with all of your strength and firepower. At any point or any situation, some vulnerable point on your enemies"

body will be open for attack. If stealth is not needed, do this while screaming as screaming has two purposes.

1. To frighten and confuse your enemy.
2. To allow you to take a deep breath and put more oxygen in your blood stream.

Your balance and balance of your enemy are two important factors; since, if you succeed in making your enemy lose his balance, the chances are nine to one that you can kill him in your next move. The best over-all stance is where your feet are spread about shoulders width apart, with your right foot about a foot ahead of the left. Both arms should be bent at the elbows parallel to each other. Stand on the balls of your feet and bend your waist slightly. Kind of like a boxer's crouch. Employing a sudden movement or a scream or yell can throw your enemy off-balance. There are many vulnerable points of the body. We will cover them now:

Eyes: Use your fingers in a V-shape and attack in gouging motion.

Nose: (Extremely vulnerable) Strike with the knife edge of the hand along the bridge, which will cause breakage, sharp pain, temporary blindness, and if the blow is hard enough, death. Also, deliver a blow with the heel of your hand in an upward motion; this will shove the bone up into the brain causing death.

Adam's apple: This spot is usually pretty well protected, but if you get the chance, strike hard with the knife edge of your hand. This should sever the wind-pipe, and then it's all over in a matter of minutes.

Temple: There is a large artery up here, and if you hit it hard enough, it will cause death. If you manage to knock your enemy down, kick him in the temple, and he'll never get up again.

Back of the Neck: A rabbit punch, or blow delivered to the base of the neck can easily break it, but to be safe, it is better to use the butt of a gun or some other heavy blunt object.

Upper lip: A large network of nerves is located there. These nerves are extremely close to the skin. A sharp upward blow will cause extreme pain, and unconsciousness.

Ears: Coming up from behind an enemy and cupping the hands in a clapping motion over the victims' ears can kill him immediately. The vibrations caused from the clapping motion will burst his eardrums, and cause internal bleeding in the brain.

Groin: A VERY vulnerable spot. If left open, get it with knee hard, and he'll buckle over very fast.

Kidneys: A large nerve that branches off to the spinal cord comes very close to the skin at the kidneys. A direct blow with the knife edge of your hand can cause death.

There are many more ways to kill and injure an enemy, but these should work best for the average person. This is meant only as information and I would not recommend that you use this for a simple Brawl.

Use these methods only, in your opinion, if your life is in danger.

Any one of these methods could very easily kill or cause permanent damage to someone. One more word of caution, you should practice these moves before using them on a dummy, or a mock battle with a friend.

(You don't actually hit in practice, just work on accuracy.)

"With this information and go out and fight, save your country, for your children, and their children. Pass this on to ALL patriots. Remember, the object is NOT to die for your freedom. It is to make THEM die for YOUR freedom."

Happy Hunting,

(By J.A.Mullins)

(Edited by T. Johnson)